

GAMEBOY ADVANCE

AGB-BS7E-USA

# SHREK 2™

INSTRUCTION BOOKLET

ACTIVISION.







# Contents

Getting Started . . . . .	2
The Story . . . . .	4
Controls . . . . .	5
Start Menu . . . . .	8
Storybooks . . . . .	10
Playing <i>Shrek 2</i> <sup>™</sup> . . . . .	13
Items . . . . .	18
Credits . . . . .	25





# Getting Started

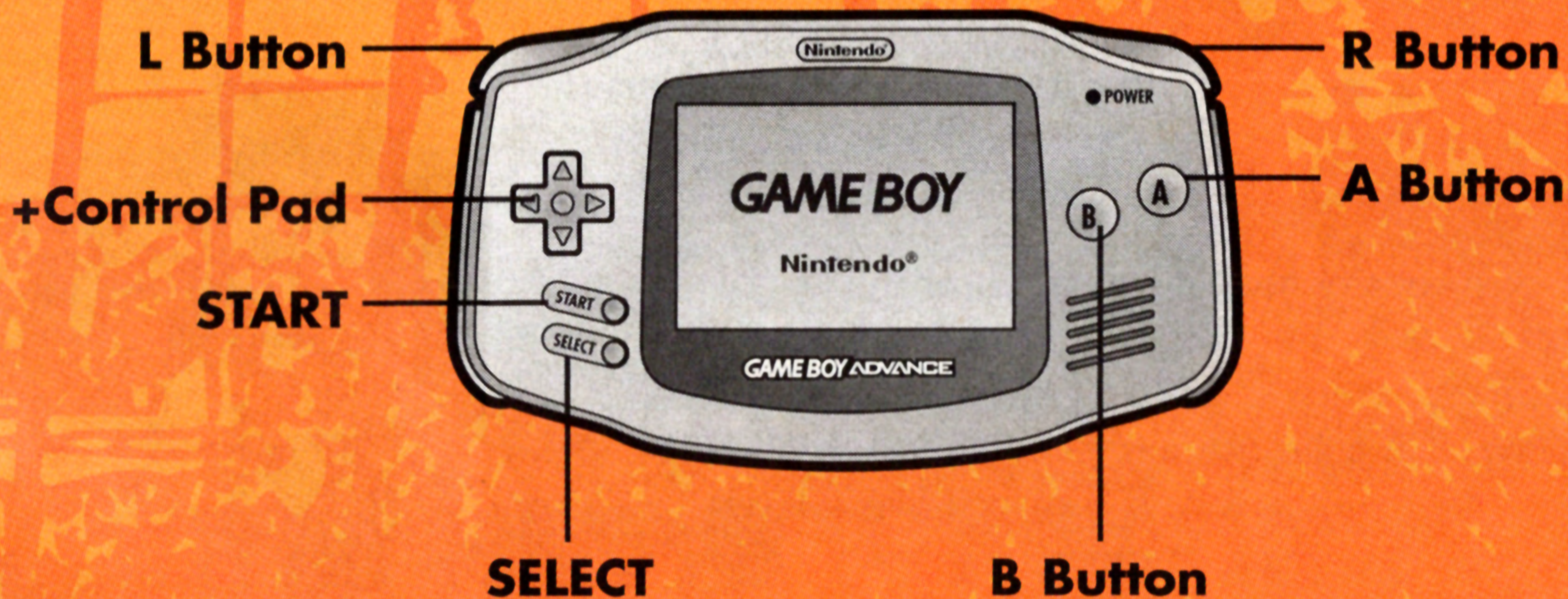
- Make sure the POWER switch is OFF.
- Insert the *Shrek 2*<sup>™</sup> Game Pak into the Game Boy<sup>®</sup> Advance slot as described in your Nintendo Game Boy<sup>®</sup> Advance instruction manual.
- Turn the POWER switch ON.
- To skip the introductory sequence, press **START**.

*Note: The Shrek 2<sup>™</sup> Game Pak is for the Game Boy<sup>®</sup> Advance system only.*





# Game Boy® Advance Controls





# The Story

In the beautiful land of Far Far Away, the King and Queen have received word that their long-lost daughter Princess Fiona<sup>™</sup> has finally found her happily ever after. King Harold and Queen Lillian decide to throw a grand royal ball for Princess Fiona and her new prince charming. Little do they realize, of course, that Princess Fiona's new husband is none other than the ugly ogre Shrek<sup>®</sup>.

Once they receive word, Shrek thinks going home is a "really bad idea" and isn't too happy about facing the parents—and castle guards—who locked his wife in a dragon's tower. But Princess Fiona (along with Donkey) convince Shrek it will be a good time, and together they depart for the far-out land of Far Far Away.

And so, our twisted fairy tale adventure begins.





# Controls

## Menu Controls

Highlight Menu Selection . . . . .	↑, ↓, ←, → on +Control Pad
Confirm Selection . . . . .	<b>A</b> Button
Return to Previous Menu . . . . .	<b>B</b> Button
Pause/Return to Game . . . . .	<b>START</b>

## Game Controls



### ***Shrek®***

Jump . . . . .	<b>A</b> Button
Punch . . . . .	<b>B</b> Button
Body Slam . . . .	Press <b>A</b> Button to jump; in mid-air, press <b>B</b> Button
Pick Up/Drop . .	Press <b>B</b> Button when standing directly behind an object
Jump Down . . .	Hold ↓ + <b>A</b> Button when on a thin ledge







## ***Donkey***

Jump . . . . . **A** Button

Kick . . . . . **B** Button

Kick object . . . . . Press **B** Button when standing next to object

Spinning Kick . . . . . Press **A** Button to jump; in mid-air,  
press **B** Button

Jump Down . . . . . Hold **↓** + **A** Button when on a thin ledge



## ***Puss in Boots***<sup>TM</sup>

Jump . . . . . **A** Button

Slash . . . . . **B** Button (also works in mid-air)

Slide down rope . . . . . Hold the direction of decline

Climb rope . . . . . Hold the direction of incline and  
press the **A** Button repeatedly



- Grab wall . . . . . **A** Button + direction of wall
- Climb wall . . . . . Hold the direction of the wall and  
press the **A** Button repeatedly
- Jump Down . . . . . Hold **↓** + **A** Button when on a thin ledge



## ***Gingerbread Man***

- Jump . . . . . **A** Button
- Throw cane . . . . . **B** Button (also works in mid-air)
- Throw cane  
upwards . . . . . Hold **↑** + **B** Button
- Jump Down . . . . . Hold **↓** + **A** Button when on a thin ledge



# Start Menu

## Start Game

Choose **Start Game** to begin a new adventure or continue an existing one. The *Shrek 2*<sup>™</sup> Game Pak can store up to 3 separate adventures.

To begin a new adventure, choose any slot that says New Game. Select 3 letters to identify your adventure. To do this, use the Control Pad to highlight a letter and press the **A** Button to select it. Use the **B** Button to backspace. When you're finished, highlight **OK** at the bottom right corner and press the **A** Button.





To load a previously saved game, select it from the list and press the **A** Button.

*Note: Saved games show the percentage of coins collected on the right.*

To erase a saved game, select **Erase** then highlight the game that you'd like to erase. With the desired game selected, press the **A** Button. You'll be asked to confirm that you want to erase this game. To confirm, choose **Erase** and press the **A** Button. To keep the game, highlight **Cancel** and press the **A** Button.

*Note: Once a game is erased, it is unrecoverable.*

## View Credits

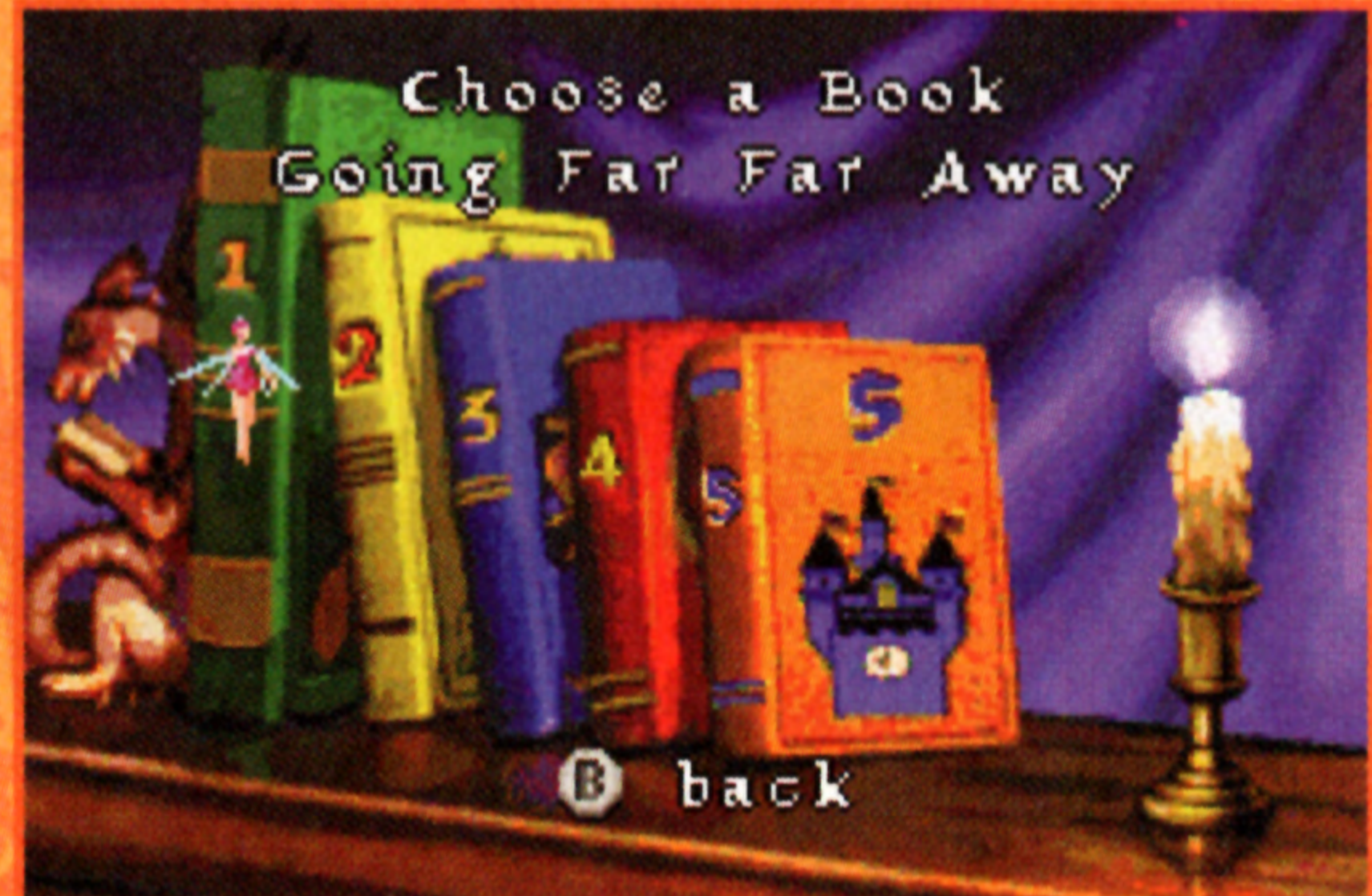
Choose this to see the names and titles of all the people involved in the development of *Shrek 2*<sup>™</sup> for the Game Boy<sup>®</sup> Advance.





# Storybooks

Each storybook contains five chapters, and there are five storybooks total. When you first begin, you will only be able to choose the first storybook. When you complete all the chapters in a storybook, the next book will unlock.



## Collecting Coins

As you progress through the levels, you'll find coins scattered randomly about. These belong to the Leprechaun. If you can find all the coins in each of the levels he's dropped them in, he might give you something special. To collect a coin, simply walk over it. You can keep track of how many you've retrieved so far using the counter in the top right (described on page 14).



## Bonus Levels



The Leprechaun is hiding somewhere in each level. If you find him, he'll warp you to a special arena where you can play a bonus game. The bonus game changes based on the character used to find the Leprechaun:

- **Shrek** – Use the mushroom to keep the three blind mice from falling! They'll bounce off the mushroom when it's under them, and if any of the mice fall to the ground, the bonus game ends. You'll receive one point for every bounce.
- **Donkey** – Don't fall off the moving springboard! The springboard moves from side to side, going faster the longer you stay on top. If you fall off the platform, the bonus game ends. You'll receive one point for every jump.
- **Puss in Boots** – Don't get burned by the candle flame! There are two ropes, one on each side, with a candle in the center. Use Puss in Boots' sliding technique to jump over the candle's flame, which slowly moves up. If you get burned, the bonus game ends. You'll receive one point for every dodge.



- **Gingerbread Man** – Stop the pumpkins, but don't hit the fairies! There are two rows of moving objects at the top of the screen. Some are pumpkins and some are fairies. Use his candy cane throw to hit the pumpkins. If you hit a fairy, the bonus game ends. You'll receive one point for every pumpkin hit.

The points you get earn you prizes. Get a better score for better prizes.





# Playing Shrek 2™

## Movie Scenes

At the beginning of each chapter, some scenes from the *Shrek 2*™ film will be shown. To page through the scenes, press the **A** Button. To skip all of them, press **START**.



## In-Game Display

### Character Portrait

In the top left corner of the screen, there's a portrait of the character you're currently controlling. If you're in a level where you can control more than one character, the larger portrait is the character that you're currently controlling.





## **Health Bubbles**

Health bubbles are just underneath the character portrait. Red health bubbles are full and black ones are empty. The number of bubbles varies depending on the character. When you run out of health bubbles, your character faints and you'll have to start the level over. Find items to replenish your health.

## **Coins Collected**

In the top right corner of the screen, there's a shining gold coin followed by two numbers. The first number represents how many coins you've collected. The second number is the total number of coins in the level. If there's nothing in the top right corner, there are no coins to collect in that level.





## Switching Characters

To switch characters, press the **L** or **R** Button. You'll see the character portraits in the top left corner of the screen become smaller or larger. The larger portrait is the character you're currently controlling. You can switch to any character, on or off the screen.

## Controlling Multiple Characters

To control multiple characters, press and hold the **L** and **R** Buttons simultaneously. Notice that all the character portraits in the top left corner of the screen become large. Release the buttons to control only one character again.

*Note: When you press the L and R Buttons simultaneously, only the characters on screen will be controlled.*





## Talking to Others

Sometimes you'll come across a character who wants to talk to you. When this happens, a picture of the **B** Button appears above the character. Stand next to the character you want to speak to and press the **B** Button. Once you're speaking to the character, press the **A** Button to move to the next page or press **START** to finish talking immediately.





## Pause Menu

Press **START** during gameplay to bring up the Pause menu.

*Resume* – Select **Resume** and press the **A** Button to go back to your game.

*Quit Level* – Choose **Quit Level** to go back to the chapter menu.

*Sleep* – Entering Sleep Mode allows you to conserve battery power without losing your current game progress. To enter Sleep Mode, highlight the **Sleep** option and press the **A** Button. To wake your Game Boy® Advance, press **SELECT** and the **L** and **R** Buttons simultaneously.





# Items

## Health



**Small Health** – The small health item restores one health bubble of the character that walks over it.



**Full Health** – The full health item restores all health bubbles of the character that walks over it.



**Barrel of Health** – The barrel of health restores all health bubbles of all the characters in your party.





# Magic Power-Ups

All magic power-ups can be picked up using **SELECT** when standing directly behind them.



**Fairy** – When you have the Fairy, hold the **A** Button after jumping to fall very slowly. You'll fall at a normal pace if the **A** Button is released.



**Rotten Apple** – If you're carrying the Rotten Apple, you can activate it at any time by pressing and holding the **B** Button. This causes an explosion and all nearby enemies will be knocked out.



**Shield** – The shield allows anyone carrying it to be impervious to harm. But the shield weighs so much that you can't jump when you're holding it.





**Ghost** – The ghost makes you invisible as long as you're holding it. Enemies won't notice you, and more importantly, the ghost allows you to sneak by searchlights in stealth missions.



**Four-Leaf Clover** – This lucky item allows you to take one hit without losing any health bubbles.

## Keys

Keys are sometimes necessary to open doors. If you find a door with a keyhole that you can't open, look nearby for a key. Keys can be picked up by pressing **SELECT**.





## Platforms, Switches and Push Blocks



Logs and crates are found throughout the game. They're useful for getting to those hard to reach areas because any character can stand on them. They can also be stacked and other items can be placed on top of them. They can be picked up by Shrek and kicked forward by Donkey. For more information, see the Controls section.

Both mushrooms and springboards can be used to reach very high areas. They can also be moved around and stacked like logs.



Certain types of tree limbs and flagpoles can be used as springboards. They can't be moved but they can be body slammed by Shrek for extra height.





Many platforms require a team effort to activate them. This kind of platform has a white gauge. The number in red is the number of characters that must stand on the platform to make it fall.

Some surfaces are sloped, such as wires and ropes. Only Puss in Boots can use these to his advantage. Puss in Boots can easily climb up and slide down these surfaces. For more information, please see the Controls section.





Some switches are used to close drawbridges. These switches can be triggered by an attack from any character.



Much like the numbered platforms, these blocks require the effort of several characters. The number on the side determines how many characters must push against the surface at the same time to make the block move.





## World Objects

**Brick Walls** – This type of wall can be destroyed using Donkey's kick attack.

This type of wall can be broken using Shrek's body slam attack.





# Credits

## ***Vicarious Visions***

**Developed By**  
**Vicarious Visions Inc**  
www.vvisions.com

**CEO/Chief  
Creative Officer**  
Karthik Bala

**VP Product  
Development**  
Tobi Saulnier

**Project Manager**  
Craig Derrick

**Game Design**  
Jorge Diaz

## **Level Design & Game Balancing**

Jorge Diaz  
Andrew Marlowe

**Programming**  
Robert Trevellyan  
Brian Sox

**Lead Artist**  
Yin Zhang

**Lead Animator**  
Chris Sinclair

**Additional Art**  
Nina Stanley  
Rob Gallerani  
Chongguang Zhang  
Rui Tong

**Soundtrack**  
Shin'en Multimedia

**Testers**  
Ben Roy  
Travis Collins  
Ashley Collins  
Mike Woodgate  
Marcus Campito  
Mike Brunick  
Michael Campito  
Nick Irwin  
Madeline Roy

**Special Thanks**  
Steve Derrick  
Di Davies  
Ida Thornburg  
Evan Skolnick





## ***DreamWorks SKG***

### **Special Thanks**

Kelly Asbury  
Paul Elliott  
Anne Globe  
Brad Globe  
Raman Hui  
Amy Krider  
David Lipman  
John Moore  
Meaghan Nix  
April Paradise  
Sunny Park  
Rick Rekedal  
Conrad Vernon  
Aron Warner

## ***Activision***

**President,  
Activision Publishing**  
Kathy Vrabec

### ***PRODUCTION***

**VPs, North American  
Studio**

Mark Lamia  
Murali Tegulapalle

### **Production Coordinators**

Kekoa Lee-Creel  
Andre Kinniebrew

### **Executive Producer**

Chris Hewish

### **Producer**

Ryan Rucinski

## **Localization Producer**

Patrick Dwyer

### **Associate Producers**

Jason Kim  
Lalie Fisher

### ***MARKETING AND PR***

**Vice President, Global  
Brand Management**

Lisa Gaudio

**Director,  
Global Brand  
Management**

Rachel Silverstein

**Global Brand Manager**

Deanna Natzke



**Associate Brand  
Managers**

Michelle Turk  
Matt Geyer

**Manager, Corporate  
Communications**

Lisa Fields

*LEGAL*

Greg Deutsch  
Phil Terzian  
Mike Larson  
David Kay  
Danielle Kim

*CREATIVE SERVICES*  
**VP, Creative Services  
& Operations**

Denise Walsh

**Marketing Creative  
Director**

Matt Stainner

**Creative Services  
Manager**

Jill Barry

**Manual Written by**

Kekoa Lee-Creel

**Packaging Design**

Hamagami/Carroll, Inc.

**Manual Design**

Ignited Minds LLC

**Special Thanks**

Shawn Capistrano  
Steve Rosenthal  
Chris Archer  
Mark Turndorf  
Gene Bahng  
Brian Clarke

Todd Q. Jefferson

Peter Muravez

Juan Valdes

Larry Goldberg

Ken Fox

Ben DeGuzman

Nick Falzon

Brian Pass

Jay Gordon

Kelly Byrd

Robert Berger

Jonathan Moses

Luxoflux

Andrea Frechette

Melissa Huddleston

*QUALITY  
ASSURANCE/  
CUSTOMER SUPPORT*

**Project Lead**

James Lara



**Senior Project Lead**

Matt McClure

**QA Manager**

Marilena Rixford

**Floor Lead**

Alex Ortiz

**Testers**

Jason Naglic  
Wayne Williams

**Manager, Technical  
Requirements Group**

Marilena Rixford

**Sr. Lead, Technical  
Requirements Group**

Siôn Rodriguez y Gibson

**Testers, Technical  
Requirements Group**

Aaron Camacho  
Robert Lara  
Taylor Livingston  
Marc Villanueva

**Customer Support  
Leads**

Gary Bolduc,  
Phone Support  
Michael Hill,  
E-mail Support

**CS/QA  
Special Thanks**

Jim Summers  
Jason Wong  
Joe Favazza  
Tim Vanlaw  
Adam Hartsfield  
Nadine Theuzillot  
Indra Gunawan  
Joule Middleton  
Todd Komesu  
Willie Bolton  
Chad Siedhoff  
Jennifer Vitiello  
Nick Favazza  
Mike Rixford  
Tyler Rivers





# Notes

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GAMEBOY ADVANCE

AGB-BS7E-USA

DREAMWORKS<sup>®</sup>

# Shark Tale<sup>™</sup>



INSTRUCTION BOOKLET

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**ACTIVISION.**

Activision, Inc., P.O. Box 67713  
Los Angeles, CA 90067

PRINTED IN USA



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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VIDEO GAME SYSTEMS.**

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**Rev-D (L)**



# Contents

Getting Started . . . . .	4
Menu Controls . . . . .	4
Game Boy® Advance Controls . . . . .	5
Fighting with Oscar . . . . .	6
Welcome to Reef City . . . . .	7
Characters . . . . .	9
Main Menu . . . . .	13
Chapters . . . . .	15
Collecting Subway Tokens . . . . .	16
Playing <i>Shark Tale</i> . . . . .	17
Items . . . . .	21
Credits . . . . .	26
Customer Support . . . . .	30
Software License Agreement . . . . .	32



# Getting Started

- Make sure the power switch is OFF.
- Insert the DreamWorks® *Shark Tale*™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the power switch ON.
- To skip the introductory sequence, press **START**.

*NOTE: The Shark Tale Game Pak is for the Game Boy® Advance system only.*

## Menu Controls

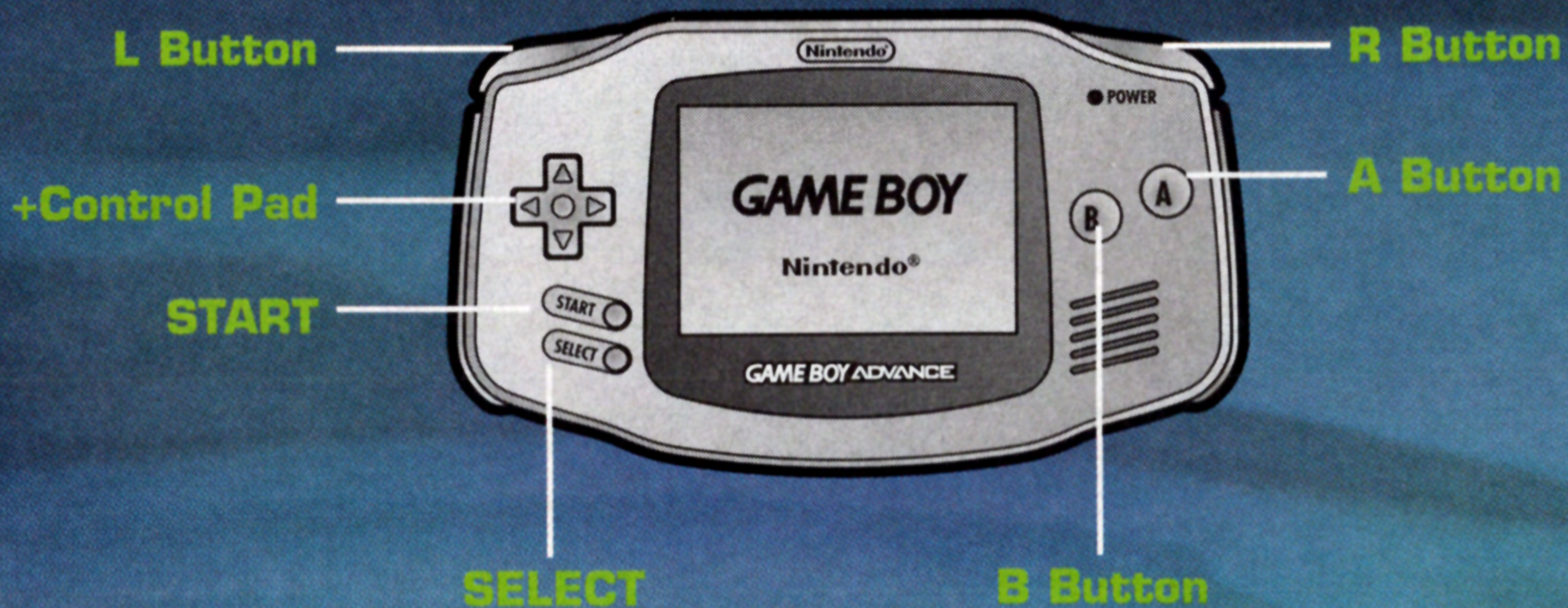
**+Control Pad:** Highlight Menu Selection

**A Button:** Confirm Selection

**B Button:** Return to Previous Menu



# Game Boy® Advance Controls



**+Control Pad:** Swim Right, Left, Up, Down

**A Button:** Punch, Swim, Use Power-Ups

**B Button:** Kick

**B Button:** Talk to NPCs

**R Button:** Quick Swim (Dash)



## Fighting with Oscar

Oscar is a master of "fish-fu." He has more moves in his arsenal than the standard punch and kick. See below to learn how to perform Oscar's fighting moves.

**A Button (from idle):** Uppercut

**A Button, after uppercut:** Hook Fin Strike

**A Button, after a hook:** Sticky Fin Punch

**B Button (from idle):** Tail Kick

**B Button, after Kick 1:** Double - Tail Swipe

**B Button, after Kick 2:** Spin Tail Kick

**B Button and**

**+Control Pad ←, →, ↑, ↓ (while swimming):** Somersault Tail Slash

**A Button and +Control Pad ←, →, ↑, ↓ (while swimming):** Dart Fin Chop



# Welcome to Reef City

It all begins as a typical day for Oscar, a smooth talkin' little fish working his way up the food chain, searching for an easy path to Fame and Fortune. Oscar finds himself in a jam more often than not. He isn't a troublemaker, but somehow manages to get himself into troublesome situations.

Working at the Whale Wash just doesn't pay the bills, and Oscar owes his boss, Sykes, 5,000 clams. The sharks are out for him too! It seems like Oscar can't go anywhere without finding trouble.





This is where you come in... You'll have to help Oscar hustle to stay one step ahead of the sharks and become the hip hero of Reef City. Your skills will help Oscar pay the bills in his fight to avoid danger and rise to fame. It won't be an easy day for Oscar! You'll need to use your wits as you visit the underbelly of Reef City, hunt for information, stop the bad guys and win the admiration of the public in your quest for fame. Good thing Oscar has all the right moves... Whether he's at the edge of the reef battling sharks or showing off his fresh grooves downtown in Reef City, Oscar does it with all the style and panache of a superstar!

Playing as Oscar, you'll adventure, dance and fight your way to Fame and Fortune. In *Shark Tale*, if you can avoid becoming shark bait, you can become the most famous fish in Reef City.



# Characters



## Oscar

Oscar is a fast-talking little fish who's been able to finagle his way out of trouble—until now. After taking credit for being a hero, Oscar starts living the good life. But if he can't live up to his reputation, he knows the tide will turn against him.

## Sykes



Sykes is a puffer fish who's full of hot air. He owns the Whale Wash where Oscar works, but also floats a few business deals on the side. When Oscar strikes it big, Sykes seizes the opportunity to make a few extra clams and takes Oscar under his fin.





## Angie

Angie is a beautiful angelfish who harbors a secret crush on Oscar. She was the only one who believed in Oscar when he was a nobody, but she can't help but be disappointed when he plays the hero to the hilt. Angie is truly the angel on Oscar's shoulder, making him do the right thing in spite of himself.



## Lola

Lola is a sensuous dragon fish who uses all her feminine wiles to get what she wants—and what she wants is the reef's newest hero: Oscar. A true femme fatale, Lola may prove fatal to Oscar when she gets her hooks into him.





## Lenny

Lenny is the son of Lino, but when it comes to eating his fellow sea creatures, this great white shark has lockjaw. Who ever heard of a great white vegetarian shark? If Lenny's ever going to earn his father's respect, he's going to have to teach his dad that it's sometimes okay to swim against the current.



## Frankie

Frankie is Lino's oldest son, a hot-tempered, cold-blooded great white shark. A loyal son, Frankie does his best to help his brother Lenny become the killer shark he was born to be. Unfortunately, Frankie is anchored to old family traditions, which leads to his untimely fate.





## Lino

Lino is a Great White Shark and the master of the reef. He has big plans for his sons, Lenny and Frankie. When Oscar interferes with those plans, Lino decides to make Oscar the catch of the day.

## Ernie and Bernie

Two Rastafarian jellyfish, Ernie and Bernie, work for Sykes and take great pleasure in their work. Ernie and Bernie have a stinging sense of humor, and what they try to do to Oscar is truly shocking.



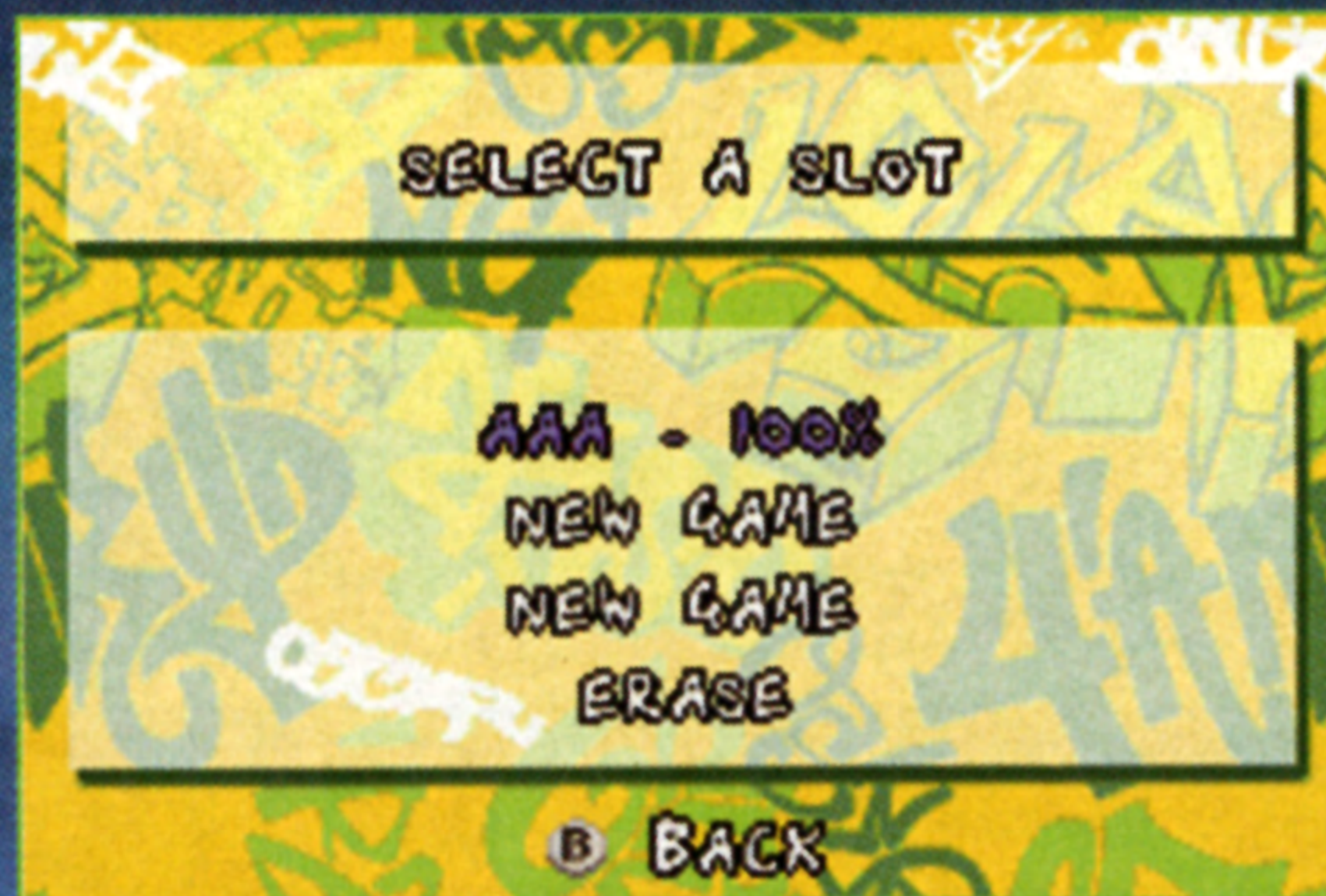


# Main Menu

**Start Game** – Choose **Start Game** to begin a new adventure or continue an existing one. The *Shark Tale™* Game Pak can store up to 3 separate game saves. To begin a new adventure, choose one of the New Game slots. Select 3 letters to identify your game. Use the directional pad to highlight a letter and press the **A** Button to select it. If you make a mistake, press the **B** Button to backspace. Once you've named your game, highlight **OK** at the bottom right corner and press the **A** Button to begin the game.

To load a previously saved game, select the game you want to play from the list and press the **A** Button.

*NOTE: Saved games show the percentage of subway tokens collected on the right.*





To erase a saved game, highlight **Erase** at the bottom of the list and press the **A** Button. Now highlight the saved game you want to erase and press the **A** Button.

To confirm, choose **Erase** and press the **A** Button. If you accidentally select the wrong file to erase, choose **Cancel** and press the **A** Button.

*NOTE: Once a game is erased, it cannot be recovered.*

**View Credits** – Select **View Credits** to see the names of the people involved in the development of *Shark Tale* for the Game Boy® Advance.





# Chapters

When starting a new game, you'll begin on the first level of Chapter 1. There are 4 chapters, and each chapter is comprised of 4 levels. At the beginning of the game, you'll only be able to select Chapter 1. Once you defeat all the levels in the first chapter, the second chapter will unlock. There's an extra Arcade chapter containing mini games that can only be unlocked by collecting all the tokens in the other chapters. All unlocked mini games can be found in the Arcade chapter.





# Collecting Subway Tokens



On certain levels in the game, you can collect Subway Tokens that are dispersed through the environment. If you collect all the Subway Tokens in one chapter, you will open up a mini game. When selecting a level in a particular chapter, you will find the number of Subway Tokens found on that level in the lower left corner.



# Playing Shark Tale

## Story Scenes

You'll see story scenes from the DreamWorks® *Shark Tale*™ movie at the beginning of each level to give you some background on the characters. Press the **A** Button to advance through the screens one at a time. Press **START** to skip all movie screens.

## In-Game Display

In the upper left corner a picture of Oscar is displayed with 5 bars lined up below the picture. These bars represent Oscar's energy. Each hit that Oscar takes causes one bar of energy to disappear. Once Oscar loses all 5 of his energy bars, he tires out and the level must be restarted.





In certain levels, Oscar can pick up projectiles to throw at his enemies. When Oscar picks up projectiles, they appear to the right of Oscar's health meter. This indicator displays the type of projectile and the number of projectiles available to throw.



The upper right corner of the screen displays the number of Subway Tokens collected out of the total number of Subway Tokens located in the level. (For example, if it says "1/10," you've collected 1 out of the 10 Subway Tokens located in that level.)

Some missions in *Shark Tale* are timed. In these missions, the time remaining is displayed at the top of the screen between the projectiles and the Subway Tokens collected in the level.



## Pause Menu

At any time during gameplay, you can press **START** to pause the game and view the Pause Menu.

- **Resume** – Selecting this will return you to the game.



- **Quit Level** – If you want to quit the game, highlight **Quit Level** and press the **A** Button. A confirmation message appears to make sure you want to quit.
- **Sound** – This allows you to adjust the volume levels of the music and sound effects in the game.
- **Sleep** – This allows you to set your Game Boy® Advance to Sleep Mode. Sleep Mode turns off your screen to save batteries. You won't lose your game's progress when you set the Game Boy® Advance to Sleep Mode. To turn off Sleep Mode, press the **L** Button, **R** Button and **SELECT** at the same time. The Game Boy® Advance screen will turn back on so you can resume your game from where you left off.

*NOTE: If you turn off your Game Boy® Advance while it's in Sleep Mode, you must start the last level you played from the beginning.*





# Items

## Collectibles

Oscar can collect certain items while swimming around. These items have different uses.



**Clock** – When you collect this item, 10 seconds are added to the clock. This item only appears in timed missions.



**Subway Tokens** – There are Subway Tokens scattered throughout some levels. If Oscar collects all the Subway Tokens in a chapter, a mini game will be unlocked. Collect all of the Subway Tokens in each chapter to unlock all the mini games in *Shark Tale*.



## Food

Oscar can find food items to replenish his health. There are 3 different types of food. Each one replenishes a different amount of health.



**Kelp Pizza** – Restores full health.



**Kelp Burger** – Restores 3 health.



**Dolphin Donut** – Restores 1 health.



## Projectiles

Oscar can pick up different projectiles throughout his adventures in Reef City. The list below shows what each projectile does.



**Newspaper (single)** – Oscar can throw a single newspaper at his enemies and destructible items.



**Newspaper (triple)** – Oscar can throw 3 newspapers at once, that spread apart as they travel.





**Ink Bomb** – When thrown, the ink bomb will damage any enemy caught in the ink blast.



**Shrimp Swarm** – These guys will swarm out and attack enemies on the screen. The swarm gradually gets smaller as they attack more enemies.



**Whale Sonar** – Send out sonar waves to shake the screen and destroy all enemies on screen.

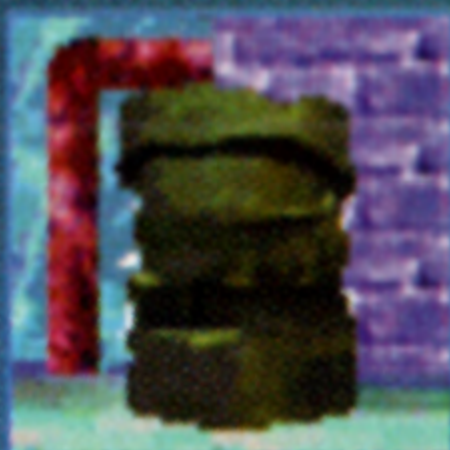


## **Destructibles**

Some objects are destructible and may reveal other items when broken open.



**Garbage Cans**



**Stack of Tires**



**Crates**





# Credits

## VICARIOUS VISIONS

**Developed by**  
**Vicarious Visions, Inc.**  
[www.vvisions.com](http://www.vvisions.com)

**CEO/Chief  
Creative Officer**  
Karthik Bala

**VP Product  
Development**  
Tobi Saulnier

**Project Manager**  
Robyn Poirier

**Game Design**  
Jonathan Russell

**Programming**  
Robert Trevelyan  
Ward Childress

**Lead Artist**  
Yin Zhang

**Animators**  
Kaan Kayimoglu  
Chris Sinclair

**Soundtrack**  
Shin'en Multimedia

## DREAMWORKS ANIMATION

Doug Cooper  
Camille Eden  
Paul Elliott  
Seth Engstrom  
Anne Globe  
Brad Globe  
Lennell Jones  
Amy Krider  
Sam Mishlap  
John Moore  
Meaghan Nix  
Sunny Park  
Rick Rekedal  
Karen Roberts



Dave Soren  
Stacy Stuart  
Mark Swift

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Vice President**

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**Executive Producer**

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Steve Rosenthal

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**Production  
Coordinator**

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**Global Brand Manager**

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**Associate Brand  
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Michelle Turk

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Communications**

Lisa Fields

**Publicist**

Kate Mitchum

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Greg Deutsch  
Phil Terzian  
Mike Larson  
Danielle Kim

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Tim Riley

**Music Supervisor and  
Licensing Coordinator**

Brandon Young



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SERVICES***

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**Director, Creative  
Services**

Matt Stainner

**Creative Services  
Manager**

Jill Barry

**Creative Services  
Assistant Manager**

Shelby Yates

**Packaging Design**

Hamagami/Carroll, Inc.

**Manual Design**  
Ignited Minds LLC

***QUALITY  
ASSURANCE/  
CUSTOMER  
SUPPORT***

**Project Lead**  
Nicholas E. Weaver

**Senior Project Lead**  
Jason Potter

**QA Manager**  
Tim Vanlaw

**TEST TEAM**

**Floor Lead**  
Brian Crowder

**Testers**  
John Berry  
Andy Chen  
Lucious Taylor  
Tracy Martin  
Jennifer Massetti  
David Wilkinson  
Joseph Prado

**Manager, Technical  
Requirements Group**  
Marilena Rixford

**Sr. Lead, Technical  
Requirements Group**  
Siôn Rodriguez  
y Gibson



**Testers, Technical  
Requirements Group**

Aaron Camacho  
Robert Lara  
Marc Villanueva

**Customer Support  
Leads**

Gary Bolduc—  
Phone Support  
Michael Hill—  
E-mail Support

**CS/QA Special Thanks**

Jim Summers  
Jason Wong  
Joe Favazza  
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Jason Levine  
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Jeremy Shortell

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